

NAME: Silhouette
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
25	Dexterity	x3	10	45
20	Constitution	x2	10	20
15	Body	x2	10	10
18	Intelligence	x1	10	8
14	Ego	x2	10	8
15	Presence	x1	10	5
18	Comeliness	x1/2	10	4
6	Physical Defex	x1	3	3
6	Energy Defens	x1	4	2
5	Speed	x10	3.5	15
7	Recovery	x2	7	0
40	Endurance	x1/2	40	0
32	Stun	x1	32	0
Characteristics Cost:				123

STR Roll: 12-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 13-	Jump	3"
EGO Roll: 12-		
PER Roll: 13-		

Experience: 48

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Istanbul police", as powerful, non-combat influence, limited area, harsh, appear 8-		10
Hunted, "KGB", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "UNTIL", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Fear of being poor", common, moderate		10
Psych Lim, "Vengeful", common, moderate		10
Psych Lim, "Distrusts men", very common, moderate		15
Rep, "Best thief in Turkey", occur 11-		10
Secret ID, "Shiva"		15
Vuln, "PRE attacks", very common, x2 effect		30

ENEMIES

PTS	POWERS	END
30	20/10 Armor, Linked (-1/2), "Invisibility"	
12	1" Darkness, Sight Group, Linked (-1/2), "Invisibility", No Range (-1/2), Personal Immunity (+1/4)	2
20	Desolid, cannot pass thru solids, Vulnerability: Sonics, x2 Increased End Cost (-1/2)	8
5	IR Vision	
40	Invisibility, Sight Group, no fringe, Extra Time (-1/2), 0 END (+1/2) ==Skills==	0
3	Acrobatics 14-	
8	AK: Istanbul, Turkey 18-, (INT based)	
3	Breakfall 14-	
3	Bribery 12-	
3	Bugging 13-	
3	Climbing 14-	
3	Concealment 13-	
3	Conversation 12-	
3	Disguise 11-	
4	Lang: English, native accent	
4	Lang: French, native accent	
4	Lang: Russian, native accent	
0	Lang: Turkish, native	
3	Lip Reading 11-	
3	Lockpicking 14-	
3	Security Systems 13-	
3	Seduction 12-	
3	Shadowing 11-	
3	Stealth 14-	
3	Streetwise 12-	
	==Talents==	
3	Lightsleep	

Base OCV: 8 Base DCV: 8
Adjustment + Adjustment +
Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX:	25	SPD:	5	ECV:	5
Phases	- - 3 - 5 - - 8 - 10 - 12				
PD/rPD	26/ 20	ED/rED	16/ 10		
END:	40	STUN:	32	BODY:	15

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES
Last updated October 7th, 2016 by Mathew R. Ignash.
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European Enemies (417) p82
Name: Shiva
Species: Human mutant
Gender: Female
Eyes: Black



Disadvantages Total : 150
Experience Spent + 48
Total Points = 298

175 : **Powers Total**
123 + **Characteristic Total**
298 = **Total Cost**